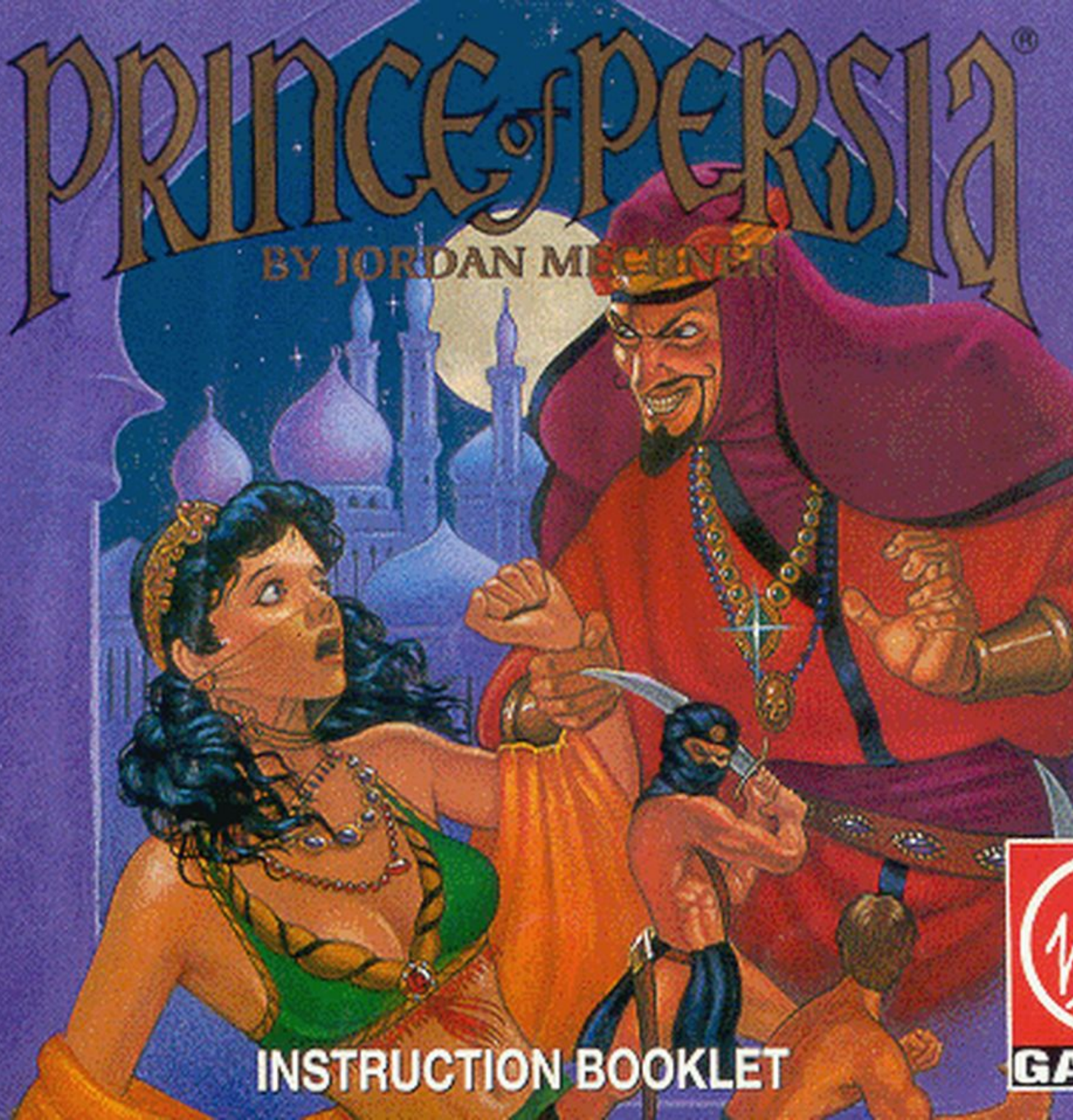
NES-PA-USA

PRINCE of PERSIA®

BY JORDAN MECHNER



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Rear Projection Television Warning

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") or your Super Nintendo Entertainment System ("Super NES") and NES or Super NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of its Nintendo's licensees will not be liable for any damage. This siutation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Epilepsy Warning

WARNING

READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

PRECAUTIONS

1.) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2.) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

3.) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

PRINCE OF PERSIA

User's Guide
For Nintendo Entertainment System

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IT IS A TIME *of darkness. While the Sultan is off fighting a foreign war, his Grand Vizier JAFFAR has seized the reins of power. Throughout the land, the people groan under the yoke of a cruel tyrant and dream of better days.*

Only one obstacle stands between Jaffar and the throne. An adventurer from a foreign land, innocent of palace intrigues, you have won the heart of the Sultan's lovely young daughter. And in so doing, you have unwittingly made a powerful enemy.

On Jaffar's orders you are arrested, stripped of your sword and your possessions and thrown into the Sultan's dungeons. As for the Princess, Jaffar gives her a choice and an hour to decide: Marry him — or die. Whichever her choice, it can bring only a throne for the Grand Vizier... a new reign of terror for his long-suffering subjects... and death for the brave youth who might have been... ***PRINCE OF PERSIA.***

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Getting Started

Insert the **Prince of Persia** game pack into your Nintendo Entertainment System and turn the power on.

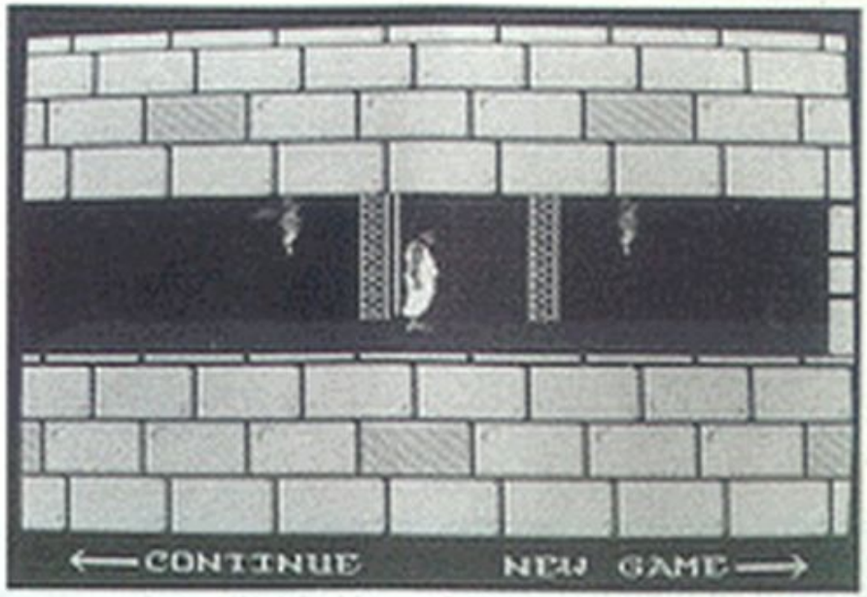
Press **START** to begin play. You will also press **START** to pause and unpause the game during gameplay.

Press **SELECT** to toggle music on or off.

The Controller

(Diagram)

Options



Each time you begin a game you will have a choice of selecting **New Game** or **Continue**. If you wish to start from scratch, use the **right arrow** to select **New Game**. If you have played before and have written down a password, you can pick up where you left off by using the **left arrow** select **Continue**. This will bring you to the password entry screen. To enter your password, use the **up** and **down** arrows to change the digit inside the box and the **left** and **right arrows** to move to the next digit. When ready, press START to enter your password. Be sure to write down your passwords in the space provided in the back of this manual so you won't forget them.

For more information on passwords turn to page 14 in this manual.

Running, Jumping and Climbing

To run: Press the **left** or **right arrow** on the control pad. Release the arrow to stop.

To change directions: Press the **left** or **right arrow** on the control pad in the direction you want to go.

To take careful steps: Press the **B button** and you will take a single step in the direction you are facing. You can use careful steps to move right up to the edge of a pit or a suspicious-looking floor section.

To jump up: Press the **up arrow** on the control pad.

To jump forward: Pressing the **A button** will make you jump in the direction you are facing.

You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Press the **left or right arrow** to start running, then press the **A button** to jump. Be careful not to press it too early!

To climb up onto a ledge: Stand facing the ledge and press the **up arrow** on the control pad. If necessary, use careful steps to position yourself below the ledge.

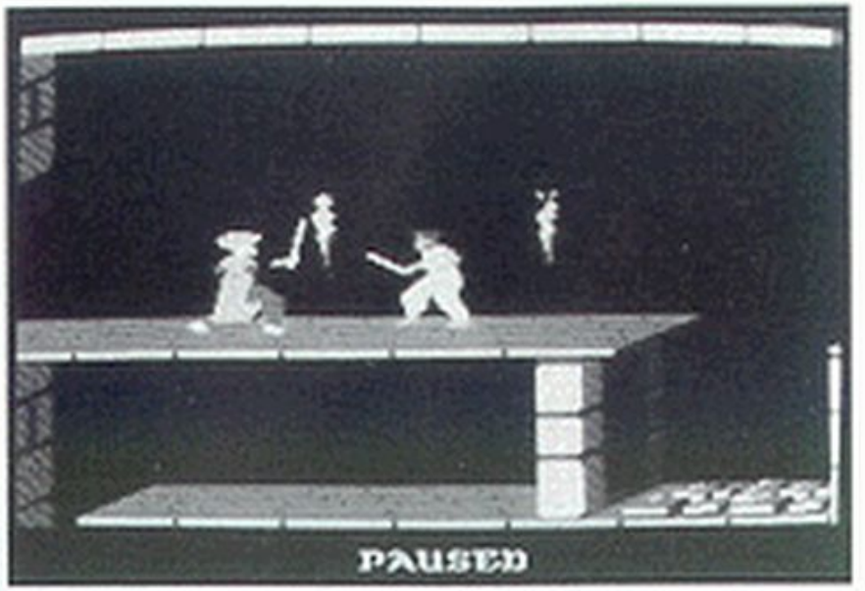
To climb down from a ledge: Carefully walk to the edge and turn around. Press the down arrow on the control pad. If you press the **down arrow** while holding either the **A or B button**, you will hang from the ledge. When you let go of the button, you let go of the ledge. To pull yourself back onto the ledge, press the **up arrow**.

To hang from a ledge: Any time you jump or fall within reach of a ledge, you can grab onto it by pressing the **A or B button.**

To crouch: Press the **down arrow** on the control pad. Release it to stand up.

To pick something up: Stand in front of the object you wish to pick up and crouch down by pressing the **down arrow**.

Sword Fighting



Sword fighting is only necessary when confronted by the palace guards. Your sword will be drawn automatically when you are standing in close proximity to and facing a guard.

When sword fighting, a row of triangles will appear on the lower right hand part of the screen. These are the guard's hit points. In order to eliminate the guard, you must take all of his hit points while protecting your own by good blocking. You will only lose hit points by not blocking properly.

To advance and retreat while sword fighting use the **left and right arrows** on the control pad.

To attack use the **A button.**

To block use the **B button or up arrow** on the control pad.

Use the **down arrow** on the control pad to put your sword away. Be careful not to put your sword away until you are clear of the enemy as it will make you vulnerable to attack.

Survival

The row of triangles in the lower left corner of the screen indicates your current strength. Every time you get hurt, you lose one unit of strength or hit point. When the last of your strength disappears, the game automatically starts you over at the beginning of the same level.

You start each game with three units of strength or hit points.

Things that cost you one unit of strength include two-story falls, getting hit in sword fighting or drinking a poisonous potion. Other more serious accidents can take all of your strength, causing you to start over at the beginning of the same level. These include three-story falls, tangling with the slicer and falling or running into spikes.

Things to Know

Most levels have exit doors. If a level has an exit door, it will also have a hidden trip plate that you must activate in order to open the door.

You will be required to make a leap of faith.

There are both good and bad potions. Learn to distinguish them by their locations.

One type of good potion will replenish one hit point if the player is less than full strength. Another will replenish all deficient hit points and give one extra for a possible new total of over three hit points.

A poisonous potion will take one hit point.

Hints

- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of the pit before you jump. You can jump even farther by using a running jump — remember, timing is critical!
- If you jump a chasm but fall short, you may still be able to grab onto the opposite ledge by pushing the A or B button. (Remember, when you let go of the A or B button, you let go of the ledge.)
- There are two kinds of pressure-activated floor plates. One kind raises gates, the other lowers them. With experience, you can learn to distinguish them from ordinary floor sections and from each other.
- Learn to remember the different kinds of potions by their locations.
- You can cross a bed of spikes safely by taking careful steps or by jumping over them.
- A two-story drop will take one unit of strength. A three-story drop will take all of your strength. A two-story drop from a hanging position won't cause you to lose any strength. A three-story drop from a hanging position will take one unit of strength.
- You never know what you'll find in a dungeon or palace. Don't be afraid to explore and to experiment. After all, you've got nothing to lose except your life, the Princess and the entire kingdom.

Adventuring

- Although this is your first time inside the Sultan's palace, you do know that the Princess is imprisoned in a high tower and that the dungeons run directly underneath the main building of the palace. To reach the Princess, you will need to find your way out of the dungeon, through the palace and up to the top of the tower.
- Generally speaking, the guards that get assigned to dungeon duty are the dregs of the Sultan's corps. The more capable ones are assigned to the palace's main building. The very best of them — the deadliest swordsmen in the Sultan's employ — are reserved for the elite honor guard in the tower, where they are responsible for the personal safety of the Princess and of the Grand Vizier.
- Since your arrival in the city, you have heard some strange rumors. It is whispered that the Grand Vizier Jaffar is a magician, a master of the black arts of enchantment; that his powers are more than mortal. You have your doubts. Much of what passes for magic is mere trickery and superstition. Still, it doesn't do much for your peace of mind.

Continuation

There are twelve levels to the game. You must average less than five minutes per level in order to finish the game within the one hour time limit. Each level gets progressively more difficult as you proceed. After you have successfully completed each level you will be given a password to allow you to resume playing at the beginning of the next level with the same amount of time remaining on the clock and the same number of hit points. You may wish to replay earlier levels to improve your speed, leaving as much time as possible for the remaining levels.

Each time you finish a level, write down the 8-digit password that appears at the bottom of the screen. Then press the START button to continue on where you previously left off in the game.

The game is never really over until you run out of time. The only way to restart the timer is to reset the game. This is done by pressing the RESET button, which takes you to the title screen. You can continue a game as many times as you want without penalty. Remember, though, the sands in the hourglass are draining away....

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Credits

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